

ABSTRACT OF THE DISCLOSURE

Nature Emulation Oriented Programming (NEOP) uses five categories: Objects, Processors, Critters, Interfaces, and Sets. An object in NEOP differs from an object oriented programming object in that it does not have properties, only private variables. The properties can be considered an interface. Therefore an OOP Object can be considered a NEOP Object plus a NEOP interface. NEOP is patterned after nature. The method includes identifying attributes and scopes of said attributes, functions and scopes of said functions and notifications, for each of machine, critter and interface elements and then determining inherited, needed groupings, and appropriate set relationships between the elements. Finally, at least one startup interface is made, meeting the programming objective.

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